AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-10 (canceled)

11. (Previously Presented) For use with a video game system console having a game program executing processing system for executing said video game program to create a display simulating a three-dimensional world, and a portable storage device having a memory for storing video game instructions including instructions for causing said game program executing processing system to display a player-controlled object and for causing said player controlled object to move at various different speeds, a player controller comprising:

a joystick control member;

detecting circuitry for generating joystick data indicative of the amount of joystick angular inclination and inclined direction;

processing circuitry for responding to a command from said game program executing processing system to transmit said joystick data to said game program executing processing system, whereby said game program executing processing system is operable to determine the direction and speed for said player controlled object.

12. (Previously Presented) A player controller in accordance with claim 11, wherein said video game program executing processing system is operable to display a plurality of player controlled objects and is operable to respond to said angular inclination data to select one of said player controlled objects for game play.

13. (Previously Presented) A player controller in accordance with claim 11, further including a removable expansion device having a data bus coupled thereto, said data bus being operable to transmit data to said expansion device received from said game program executing processing system.

14. (Previously Presented) A player controller in accordance with claim 13, wherein said expansion device includes a memory.

Claims 15-16 (canceled)

17. (Previously Presented) A player controller in accordance with claim 11, wherein said detecting circuitry includes a first counter indicative of joystick inclination with respect to a first axis and a second counter indicative of joystick inclination with respect to a second axis.

18. (Previously Presented) A player controller in accordance with claim 11, wherein instructions in said portable storage device memory control said game program executing processing system to display the object in one of an acceleration mode and a deceleration mode.

19. (Previously Presented) For use with a video game system having a game program executing processing system for executing said video game program to create a display simulating a three-dimensional world, and at least one player controller having a joystick control member , detecting circuitry for generating joystick data indicative of the amount of joystick angular inclination and inclined direction and processing circuitry for processing commands from said video game executing processing system , said video game executing processing

- 3 -

system responding to data generated by said player controller to modify said display, a portable

storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data from said

memory media to said video game system console;

said video game instructions including instructions for causing said game program

executing processing system to send a command to said player controller to transmit said

joystick data indicative of the amount of joystick angular inclination and inclined direction to

said game program executing processing system and to cause said game program executing

processing system to control the direction and speed of said player controlled object based upon

the angular inclination and inclined direction of said joystick control member.

20. (Previously Presented) A portable storage device in accordance with claim 19,

wherein said player controller includes a removable expansion device having a data bus coupled

thereto, said data bus being operable to transmit data to said expansion device received from said

game program executing processing system, and wherein said instructions in said memory media

include instructions for causing said game program executing processing system to send a

command to said player controller to send data to said expansion device.

21. (Previously Presented) A player controller in accordance with claim 20, wherein said

instructions in said memory media include instructions for causing said game program executing

processing system to send a command to said player controller to retrieve data from said

expansion device.

1013794

22. (Previously Presented) A portable storage device in accordance with claim 20, wherein said expansion device includes a memory.

Claims 23-24 (canceled)

25. (Previously Presented) A portable storage device in accordance with claim 19, wherein said detecting circuitry includes a first counter indicative of joystick inclination with respect to a first axis and a second counter indicative of joystick inclination with respect to a second axis and where said joystick data transmitted to said game program executing processing system is obtained from said first counter and said second counter.

26. (Previously Presented) A portable storage device in accordance with claim 19, wherein instructions in said portable storage device memory control said game program executing processing system to display the object in one of an acceleration mode and a deceleration mode.

27. (Currently Amended) For use with a video game system console having a game program executing processing system for executing said video game program to create a display simulating a three-dimensional world, and at least one player controller having a joystick control member, said video game executing processing system responding to data generated by said player controller to modify said display, a portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

1013794

a connector for coupling said video game instructions and said graphics data from said memory media to said video game system console;

said video game instructions including instructions for causing said game program executing processing system to display a plurality of player-controlled objects each having a distinctive associated motion characteristic and instructions to respond to changes in the joystick position to control the selection of one of said plurality of player-controlled objects having a distinctive motion characteristic, wherein at least one distinctive motion characteristic is the maximum speed at which a player-controlled object is able to appear to move.

28. (Previously Presented) A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to select one of said plurality of player-controlled objects in response to detecting the angle of inclination of said joystick.

Claim 29 (Canceled)

30. (Previously Presented) A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to output a command to the controller requesting operating state data.

31. (Previously Presented) A portable storage device according to claim 30, wherein instructions in said memory media control said game program executing processing system to respond to said operating state data received from said player controller to determine the amount of inclination of the joystick.

1013794

32. (Previously Presented) A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to calculate the moving speed of a displayed object for a current display frame in response to joystick amount of inclination data and to store said moving speed.

33. (Previously Presented) A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to compare the actual moving speed of a displayed object in a previous frame with a predetermined speed.

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